IN THE CLAIMS

Please amend the claims as indicated below. All pending claims are reproduced below.

1   1. (Currently amended) A computer-implemented input method for a
2   user interface, the user interface including a zone occupying less than the entire
3   user interface, the method comprising:
4   responsive to a user input <u>anywhere</u> in the zone being stroke input,
5   performing a command associated with the user input; and
6   responsive to the user input <u>anywhere</u> in the <u>same</u> zone being a menu
7   activation command, displaying a menu including a plurality of
8   commands.

1   2. (Original) The method of claim 1, wherein the zone is associated with
2   an object, and wherein performing a command comprises manipulating the
3   object.

1   3. (Original) The method of claim 1, wherein the zone is adjacent to an
2   object.

1   4. (Original) The method of claim 1, wherein the menu activation
2   command comprises pressing a button.

1   5. (Original) The method of claim 1, wherein the menu comprises at least

2   one command associated with stroke input.

1   6. (Original) The method of claim 5, wherein the menu comprises, for

2   each command associated with stroke input, an icon indicating the associated

3   stroke input.

1   7. (Original) The method of claim 1, wherein the zone comprises a portion

2   of a window associated with an object.

1   8. (Currently amended) The method of claim 1, further comprising,

2   responsive to the user input in the zone being <u>a menu activation command</u> ~~of the~~

3   ~~second type~~:

4   receiving a selection of a command from the menu; and

5   performing the selected command.

1   9. (Original) The method of claim 1, wherein the user interface includes a

2   plurality of zones, each zone corresponding to a type of command, and wherein

3   the command associated with the user input and the commands in the menu

4   belong to the type.

1   10. (Original) The method of claim 1, wherein the user interface includes a

2   plurality of zones surrounding an object, and wherein performing the command

3   comprises performing the command on the object.

1   11. (Original) The method of claim 10, wherein performing the command

2   on the object comprises changing a characteristic of the object.

1   12. (Original) The method of claim 11, wherein changing the characteristic

2   of the object comprises:

3   responsive to the stroke input being along a first axis, changing the

4   characteristic of the object by a first increment; and

5   responsive to the stroke input being along a second axis, changing the

6   characteristic of the object by a second increment different from

7   the first increment.

1   13. (Original) The method of claim 12, wherein the second increment is of

2   smaller magnitude than the first increment.

1   14. (Original) The method of claim 12, wherein the menu comprises

2   commands for changing the characteristic of the object by the first and second

3   increment.

1   15. (Original) The method of claim 12, wherein the second axis is

2   perpendicular to the first axis.

1   16. (Original) The method of claim 15, wherein one axis is vertical, and

2   the other axis is horizontal.

1   17. (Original) The method of claim 12, wherein the characteristic of the

2   object is one selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17   playing position;

18   a leading character;

19   a terminating character;

20   a location;

21   an alignment;

22   a rotation;

23   a font;

24   a style;

25   a capitalization;

26   a color;

27   an opacity;

28   a brightness; and

29   a relative volume.

1   18. (Currently amended) A system for accepting user input for

2   performing a command, the system comprising:

3   a display device, for displaying a user interface including a zone

4   occupying less than the entire user interface;

5   an input device, for accepting using input ~~associated with~~ in the zone; and

6   a processor, coupled to the display and the input device, for:

7   responsive to a user input ~~associated with~~ <u>anywhere in</u> the zone

8   being stroke input, performing a command associated

9   with the user input; and

10   responsive to the user input ~~associated with~~ <u>anywhere in</u> the <u>same</u>

11   zone being a menu activation command, causing the

12   display device to display a menu including a plurality of

13   commands.

1   19. (Original) The system of claim 18, wherein the zone is associated with

2   an object, and wherein performing a command comprises manipulating the

3   object.

1   20. (Original) The system of claim 18, wherein the display device displays

2   an object, and wherein the zone is displayed adjacent to the object.

1   21. (Original) The system of claim 18, wherein user input comprises the

2   menu activation command comprises pressing a button on the input device.

1   22. (Original) The system of claim 18, wherein the menu comprises at

2   least one command associated with stroke input.

1   23. (Original) The system of claim 22, wherein the menu comprises, for

2   each command associated with stroke input, an icon indicating the associated

3   stroke input.

1   24. (Original) The system of claim 18, wherein the display device displays

2   a window associated with an object, and wherein the zone comprises a portion of

3   the window.

1   25. (Currently amended) The system of claim 18, <u>wherein</u> ~~further~~

2   ~~comprising~~, responsive to the user input in the zone being <u>a menu activation</u>

3   <u>command</u> ~~of the second type~~:

4   the input device receives input representing a selection of a command

5   from the menu; and

6   the processor performs the selected command.

1   26. (Original) The system of claim 18, wherein the user interface includes

2   a plurality of zones, each zone corresponding to a type of command, and

3   wherein the command associated with the user input and the commands in the

4   menu belong to the type.

1   27. (Original) The system of claim 18, wherein the user interface includes a

2   plurality of zones surrounding an object, and wherein the processor performs the

3   command by performing the command on the object.

1   28. (Original) The system of claim 27, wherein the processor performs the

2   command on the object by changing a characteristic of the object.

1   29. (Original) The system of claim 28, wherein the processor changes a

2   characteristic of the object by:

3   responsive to the stroke input being along a first axis, changing the

4   characteristic of the object by a first increment; and

5   responsive to the stroke input being along a second axis, changing the

6   characteristic of the object by a second increment different from

7   the first increment.

1   30. (Original) The system of claim 29, wherein the second increment is of

2   smaller magnitude than the first increment.

1   31. (Original) The system of claim 29, wherein the menu comprises

2   commands for changing the characteristic of the object by the first and second

3   increment.

1   32. (Original) The system of claim 29, wherein the second axis is

2   perpendicular to the first axis.

1   33. (Original) The system of claim 32, wherein one axis is vertical, and the

2   other axis is horizontal.

1   34. (Original) The system of claim 29, wherein the characteristic of the

2   object is one selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17 playing position;

18 a leading character;

19 a terminating character;

20 a location;

21 an alignment;

22 a rotation;

23 a font;

24 a style;

25 a capitalization;

26 a color;

27 an opacity;

28 a brightness; and

29 a relative volume.

1 35. (Currently amended) A computer program product for accepting

2 input in a user interface, the user interface including a zone occupying less than

3 the entire user interface, the computer program product comprising:

4 a computer-readable medium; and

5 computer program code, encoded on the medium, for:

6 responsive to a user input <u>anywhere</u> in the zone being stroke input,

7 performing a command associated with the user input;

8 and

9   responsive to the user input <u>anywhere</u> in the <u>same</u> zone being a

10   menu activation command, displaying a menu including

11   a plurality of commands.

1   36. (Original) The computer program product of claim 35, wherein the

2   zone is associated with an object, and wherein the computer program code for

3   performing a command comprises computer program code for manipulating the

4   object.

1   37. (Original) The computer program product of claim 35, wherein the

2   zone is adjacent to an object.

1   38. (Original) The computer program product of claim 35, wherein the

2   menu activation command comprises pressing a button.

1   39. (Original) The computer program product of claim 35, wherein the

2   menu comprises at least one command associated with stroke input.

1   40. (Original) The computer program product of claim 39, wherein the

2   menu comprises, for each command associated with stroke input, an icon

3   indicating the associated stroke input.

1   41. (Original) The computer program product of claim 35, wherein the

2   zone comprises a portion of a window associated with an object.

1   42. (Currently amended) The computer program product of claim 35,

2   further comprising computer program code for, responsive to the user input in

3   the zone being <u>a menu activation command</u> ~~of the second type~~:

4   receiving a selection of a command from the menu; and

5   performing the selected command.

1   43. (Original) The computer program product of claim 35, wherein the

2   user interface includes a plurality of zones, each zone corresponding to a type of

3   command, and wherein the command associated with the user input and the

4   commands in the menu belong to the type.

1   44. (Original) The computer program product of claim 35, wherein the

2   user interface includes a plurality of zones surrounding an object, and wherein

3   the computer program code for performing the command comprises computer

4   program code for performing the command on the object.

1   45. (Original) The computer program product of claim 44, wherein the

2   computer program code for performing the command on the object comprises

3   computer program code for changing a characteristic of the object.

1   46. (Original) The computer program product of claim 45, wherein the

2 computer program code for changing the characteristic of the object comprises

3 computer program code for:

4   responsive to the stroke input being along a first axis, changing the

5   characteristic of the object by a first increment; and

6   responsive to the stroke input being along a second axis, changing the

7   characteristic of the object by a second increment different from

8   the first increment.

1   47. (Original) The computer program product of claim 46, wherein the

2 second increment is of smaller magnitude than the first increment.

1   48. (Original) The computer program product of claim 46, wherein the

2 menu comprises commands for changing the characteristic of the object by the

3 first and second increment.

1   49. (Original) The computer program product of claim 46, wherein the

2 second axis is perpendicular to the first axis.

1   50. (Original) The computer program product of claim 49, wherein one axis is

2   vertical, and the other axis is horizontal.

1   51. (Original) The computer program product of claim 46, wherein the

2   characteristic of the object is one selected from the group consisting of:

3   a start position;

4   an end position;

5   a duration;

6   a size;

7   a length;

8   a date;

9   a time;

10   a numeric value;

11   a width;

12   a height;

13   an image cropping specification;

14   a thickness;

15   a decimal place location;

16   playing speed;

17   playing position;

18   a leading character;

19   a terminating character;

20   a location;

21   an alignment;

22   a rotation;

23   a font;

24   a style;

25   a capitalization;

26   a color;

27   an opacity;

28   a brightness; and

29   a relative volume.